



Welcome to The 3DO™ Club, your best resource and entree into the exciting world of 3DO technology and products. If you already own a 3DO™ Interactive Multiplayer™ system, then let me also extend my congratulations, since you've purchased the most advanced, state-of-the-art interactive system available today. You knew that your 3DO system was different right from the start. First, there's the technology—the photorealistic color, the blazing 3D graphics, the CD-quality sound, and the smooth digital video all working to deliver unprecedented multimedia realism. Then there's the growing library of world-class 3DO software, including incredible games, cutting-edge sports and flight simulators, interactive movies, educational programs, and information titles as well. Finally, the 3DO system also plays your music and photo CDs, and soon the new 3DO Video CDs. ***In other words, the 3DO player is an all new system, with all new possibilities.***

In fact, helping you take advantage of all of these possibilities is what The 3DO Club is all about. First and foremost, The 3DO Club, through this newsletter, will be your official source of news and information on the latest, cutting-edge products for the 3DO system. Through the newsletter, we'll also give you unique and interesting perspectives of the 3DO world, like this issue's exclusive, behind-the-scenes look at the making of Crash 'N Burn. In short, your Club newsletter will be bringing you information not found anywhere else.

An incredibly exciting and eventful year is ahead for the 3DO community, and we're glad you've decided to join the adventure. Thank you for your interest, and enjoy your new Club membership!

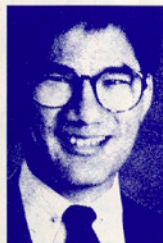
Sincerely, Trip Hawkins

*By the way, we're very interested in your feedback on The 3DO Club, or any other 3DO-related matters that strike your fancy. To record your input, be sure to fill out the enclosed Club survey form. Likewise, please don't hesitate to write a letter to our editor. We can be reached at: The 3DO Club, 600 Galveston Drive, Redwood City, CA 94063*

*Note: We reserve the right to reprint letters which have been edited for length!*



**Bill Mitchel, Developer**  
on *Crash 'N Burn* and *Total Eclipse*  
"Nothing out there pushes pixels as fast as the 3DO."



**Gilman Louie, President-Spectrum HoloByte**

"I think 3DO is the very first machine of the next generation. The first machine to integrate CD-ROM, state-of-the-art graphics, it doesn't restrict our content, it allows software companies to do what they do best. If it is accessible it will help the whole industry. It is the first of many products that will have similar kinds of performance but there will always need to be a leader. I think 3DO did a wonderful job expressing a vision, implementing that vision."

**Charles Deenen, Director of Sound-Interplay**

"It's the best for sound. You can't normally have great sound in games, but this works really well."



**Michael Knox, President-Park Place Productions**

"3DO stands for something that our industry and the consumers have wanted for a long time and 3DO is the first real venture that will bring Hollywood and our industry together. This is kind of a bold first step or statement, and everyone has been standing around saying, 'Hey lets see who's gonna do it and what's gonna happen.' I think that Trip Hawkins is the right guy for that. He's done a great job of bringing the guys together and bringing the excitement level needed to move this whole thing forward. I think 3DO is not only a machine that represents positive change for the industry, but it also is a great piece of hardware. It is powerful, we can do things that we couldn't do before."

**Bill Hinamen, Developer-Interplay**

"It was an opportunity to take a product that you are very excited about to a new level. That's exactly what the 3DO is to me. At this point in time, it is the best one available."

**Madeline Canepa, V.P. Marketing-Crystal Dynamics**

"The 3DO system is the best home console, and it has incredible power and great colors. Oh, and it includes *Crash 'N Burn*."



**Buddy Pringle, Artist-Virgin**

"The system gives me a lot of flexibility. I am not limited the way I am on other systems. I can use any color I like."



**Strauss Zelnick, President-Crystal Dynamics**

"Because it's the only system that shows off the quality of our work. It's a good business model."



**John Aldarado, Artist-Virgin**

"Great color graphics. We have a lot of color resolution which makes for some really nice sprites. The people we filmed on green screen will really look like people, not like some pixelated funny thing. The special effects are cool, too. In *Demolition Man*, we used the 3DO system's ability to create translucent objects to make really real looking flames. It is very easy to program that kind of effect on the 3DO system."



**Sid Meier, Senior Designer-Microprose**

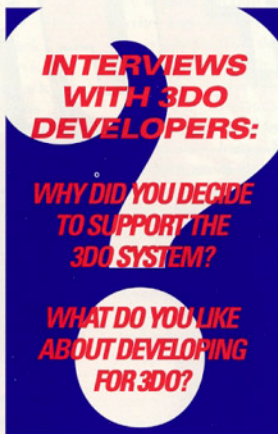
"CPU Bach is a different kind of product. 3DO is a new kind of platform. We wanted a unique piece of hardware, and we like the leading edge graphics capability and high quality sound. We also were looking for a wider audience for our product, and 3DO is a system that people would put in their living rooms and share with the family."

We also liked the manufacturing base of Panasonic, Sanyo, AT&T and the broad participation of developers. We think the 3DO is a system that will attract a wide variety of users. It's a very open, flexible platform."

**Brian Fargo, President/Founder-Interplay**

"First and the foremost, I decided to support the 3DO platform because it represented the future. Trip's vision of the future is accurate. We wanted to be there to help make it happen. That was first and foremost. And the truth is,

I am a believer in Trip and that goes hand in hand with what I just talked about. It is pretty obvious that we are going into CD development. We are always working on that. It is a platform we plan to produce a lot on."





*based on conversations  
between Mark Wallace  
(Producer Crash 'N Burn)  
and Rusel DeMaria  
(Games Editor)*

## The Barbecue

You've just found out that a hot new machine called 3DO Interactive Multiplayer system is coming out in a few months. You know you want to create a great game for the new machine. So what do you do?

If you're Madeline Canepa, Mark Wallace, and Mark Czerny, and you've just formed a new company called Crystal Dynamics, you have a barbecue.

It was a good atmosphere for throwing out ideas, said Mark Wallace, who told us the story of



how Crash 'N Burn got made. We tried to generate a sort of brainstorm of ideas.

Initially we started off saying, 'Let's do a game on the 3DO system. There are no restrictions.' Anything was possible. Then we started to narrow it down to which dreams could be realized and which couldn't.

The first step was to decide what kind of game to make.

Should it be an adventure game, or perhaps a simulation?

# THE MAKING OF CRASH 'N BURN

We wanted it to have international appeal. Also, we looked at what we thought other developers might be making. What else would be available when the 3DO machine first appeared? Based on the information we had, we decided to make an action game, and one of our favorite ideas turned out to be an action racing combat-oriented game. We checked to see that our idea met most of our prerequisites.

## The Design

The next step was to begin writing a design document. One of Mark's goals was to incorporate FMV (Full-Motion Video) into the product. He hoped to present the characters in the game realistically so that players would be able to identify with them. The rest of the design went through several phases.

Initially, we were going to use velodromes, and all the combat would take place in those arenas. Like a bicycle velodrome, you would start out flat. As your speed increased, you would go up on the walls and the entire screen would

shift around. After everyone had attained combat speeds, their weapons would become active and they would fight it out. That was our original version of Crash 'N Burn. Between the velodrome sequences, there would be cross-country races. Originally, these races did not include combat. We thought we'd offer combat in one mode and test your driving abilities in the other.

There was also a demolition derby mode in the original game plan, but that had to be set aside in the interest of time. Crash 'N Burn had to be created very quickly by today's standards of game development.





## The Tracks

One of the next big steps taken in the Crash 'N Burn design was the creation of full 3D racetracks.

We made a kind of leap in that we created a complete 3D universe. You could see the track below you on a corkscrew curve, and the cars driving on that track as well. But that decision cost us as well, and we had to scale back the music from what we had planned to play during the races. It was too hard to spool the music constantly off the CD while you were driving along, so we had to find another way around that.

The product's gone through a real roller coaster path, but we're very happy with it. There are areas where we might look at it and say, "You know, if we had two or three months more, this could have been so much better." But that is the nature of software. Any time you release a product, if you just had more time, you could do more.

Being first isn't always easy. While we were running along, we were encountering situations that hadn't been thought through yet. For instance, we were the first to try to save a game into the 3DO memory. Nobody had gotten to that point yet, and we had to figure out how it worked. It was a sweet agony. We knew we were ahead of everyone else, but we also paid for it by having to figure out what would later be provided to other developers.

## Getting it in FMV

Including FMV presented other challenges. Like most game developers, the Crash 'N Burn team had little experience with the techniques involved in combining live actors with digitized scenes. The first step was to design the characters.

We created our characters from two directions at the same time. One was strictly from an art standpoint. Steve would draw different character ideas. Then we would have Dan come in as a writer and create character descriptions. Then they would cross back and forth. So Dan would get a picture from Steve and he'd try to write a bio for that character, and vice versa. Once we had a large number of character possibilities, we circulated them and let the people in the company vote for their favorites. We finally settled on the ten best characters, which later got reduced to six.

After hiring some actors from a local talent agency, the Crash 'N Burn team went into the studio to bring their characters to life. The process used to add live action to digital scenes is called "blue screen." This technique was first invented by the movie industry for their special effects, but it is quickly becoming a standard technique for game developers.

However, few people in the interactive game industry have worked with blue screen techniques. The actors have to perform in front of a blank screen on a blank set. They have nothing to work with. However, during the filming, they can see what the screen will look like as the Ultra Matte system mixes the live graphics with the digital effects right there at the studio.

We had all the people from our company go watch the

recording process. It was kind of a learning process for us all. One thing we learned was that you should have a rehearsal way before the shoot in case there are any questions.

We had some ideas that we couldn't do, like having the whole Crash 'N Burn team do a conga line across the blue screen so when you paused the game, there we'd be. But we ran out of time, so that never happened.

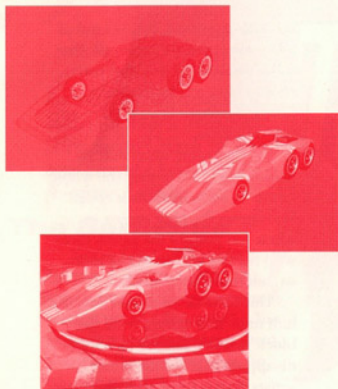
Our favorite character was the half man/half cyborg from the black market, but the video was disappointing. So one of our 3D artists, Cyrus Lum, took the video home and said, "Let me see what I can do with it." He worked over the weekend with 3D Studio and kind of created this character on the computer. It's unfortunate that you see the cyborg man so infrequently in the game. We really liked how he came out.

We also used the 3D modeling technology to create the tracks and the cars. The representation of the tracks you see before you start a race is taken from the same data as the tracks themselves.

Even though we generated the tracks in 3D, I had to work with special tools we created to program it all. It was a nightmare, staring at all those numbers. All those corkscrew curves and long downhill runs—they all had to be input numerically.

The cars in Crash 'N Burn were designed with various characteristics. Some of these characteristics are listed in the manual that came with the product, but not all of them. For instance, you may know about top speed or approximately how much armor a car has, but what about the "rubber band effect?" The rubber band effect determines how well the car sticks to the road in





turns, and this may be different on surfaces like asphalt or dirt than it is on water or ice.

In addition, the weight of a car affects its performance. The heavier a car, the slower it will be going up hill, all other factors remaining equal, and the slower it will accelerate. Some cars had better front ends than others, and their responsiveness in turns would be superior. "We generated a list of the different effects the cars were going to have and matched them up to the graphics we had created. Top speed, weight, rubber-band effect, acceleration armor...stuff like that."

Next, there were the enhancements. What makes Crash 'N Burn so fun is the chance to earn money in the Tournament and use that money to buy all kinds of weapons, armor, and other great stuff for your car. Each of the items in Floyd's Auto Shop is modeled in an animated 3D display. The quality of these images is beyond anything people have seen on home systems before.

But the items from Floyd's are not the only items in the game. There are also black market

items like the Gauze Gun, the Cloaking Device, and the devastating Dragon Turbo Laser (the most powerful weapon in the game). The black market is also a good place to shop for a new car—assuming you've got the bucks!

We used the capability of the 3DO machine to create transparency effects. For instance, you could see through the ghost tracks, the heads-up displays on the windshield, the cloaking device effect... This effect caused your car to become transparent, almost invisible, like the Predator where you could see just a sort of outline of the thing. As you take more and more damage, your car will become more and more opaque, until you become completely visible. The more visible you are, the more enemies will shoot at you. When you're completely invisible they won't shoot at all, unless they are shooting at another car beyond you.

Speaking of shooting at you, one of the hidden features of the other drivers is what we call the "grudge factor." So if you go after someone, they will remember. Depending on how high the grudge factor is, the other driver might completely throw away winning the race just to take you out.

On the other hand, the drones are just there to take you out. They are easier to kill than a regular driver, and once you get some better weapons, they're easy. Their AI targets you and the other drivers, so they can interfere with your competition, too.

In the end, we're happy with what we did in Crash 'N Burn. We're also looking forward to future products like Total Eclipse, The Horde, and, well...who knows what's next for Crystal Dynamics and 3DO?

## Strategies for Crash 'N Burn

Here are some basic strategies for playing Crash 'N Burn:

### Strategy 1: Just Win, Baby

The first basic strategy in Crash 'N Burn is to get in first place and stay there. This only works if your car is fast enough to get up the hills and your driving skills are good enough. You might want to choose Max as your alter ego with this strategy. Then, as soon as you can afford it, buy the Flash Laser. This is a rear-mounted laser that blinds any drivers behind you for several seconds. Once you take the lead in the race, you can use the Flash Laser to keep anyone who comes close in a perpetual state of confusion.

The big drawback to this strategy is that you won't earn very much money. Sure, you'll get the big first place money (\$2000), but none of the precious kill money of strategy 2.

### Strategy 2: Total Destruction

The other strategy is for the blood-thirsty player who wants to cash in big. The idea is simple. Just destroy all the other cars until you're the last one on the road. If you can accomplish this goal consistently, you'll make lots of money. When the black market cyborg comes to offer you a really great item or a new car, you'll have the bucks to buy it. On the other hand, you have to drive very well, control your car even better, and shoot accurately. At first, it isn't easy to destroy the other drivers' cars, but after you invest in better weapons, like the .50 cal machine gun or the Plasma Laser, you can make pretty short work of the competition. And if you can get hold of the Dragon Turbo Laser...

### One other small tip:

If you choose Rocker as your driver/alter ego, you'll have chosen the most difficult car to control. But there's a bright side. Because track records are kept for each car and for each track, it's easiest to set new track records with Rocker. Each track record is worth \$2000.





## The Next Great Advance In Technology Has Been Dead For 200 Years.

Once in a while a product changes how we think about computers. Once in a lifetime a product changes how *computers* think about us.

C.P.U. Bach — the latest composition of award-winning software designer Sid Meier — is *conscious software*, a transcendent computer program that actually creates *original* classical music in the style of legendary Baroque composer Johann Sebastian Bach.

C.P.U. Bach composes never-before-heard music "on the fly," and transforms your new 3DO Multiplayer from a "game machine" into a home entertainment powerhouse.

Concertos, fugues, minuets, chorales — the world's first true digital composer, C.P.U. Bach, handles all the demands of Baroque music, yet still lets you adjust its performances to your personal tastes. Those pieces you like best can be saved for playback anytime.

The innovation doesn't end there. C.P.U. Bach also harnesses 3DO's powerful graphics engine to deliver abstract graphics to match the mood and tempo of the music. Graphics, which, like the music, are never the same twice.

Imagine. Original music of beauty, brilliance, and inspiration — anytime. With C.P.U. Bach, great composers no longer have to stop composing.

# MICRO PROSE®

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## Mega Race™ by The Software Toolworks



Mega Race!...a wild on the edge virtual driving experience through the landscape of a futuristic Megalopolis! Radical head-to-head competition combining speed, cunning, aggression, and all out combat, make Mega Race a one-of-a-kind gaming challenge. Players pit themselves against one of five computer generated drivers as they navigate through three-dimensional obstacles to take the lead, using any means necessary. Winning is all that counts! Use weapons, tricks, and skill to cross the finish in first place. Spectacular fully rendered animation and amazing 3D graphics provide a virtual racing experience.

## The San Diego Zoo Presents...The Animals! by The Software Toolworks



The San Diego Zoo Presents...The Animals! A breakthrough extravaganza of zoological wonders showcasing over 200 species of exotic wildlife in

true video with synchronized sound! The Animals! brings you the most complete and up-to-date information about our animal neighbors from the experts at the world renowned San Diego Zoo. Dazzling photographs, and live action video clips, bring you face to face with amazing wildlife from around the globe. The 3DO system's spectacular video technology brings the animal kingdom to life in over 50 exciting video clips and more than 1,300 color photographs. If you love animals, you'll love The Animals!

## Stellar 7-Draxon's Revenge by Dynamix



Stellar 7-DRAXON'S REVENGE is a first person shooting action game that takes full advantage of the 3DO system's immense power. You'll be in control of a prototype assault vehicle, code named RAVEN, in a world created by the Dynamix' designers. Dynamix used 3 Megs of memory to give you solid control, CD-quality rocked out sound, and blazingly fast in-game action. The source shaded, polygon-based graphics combined with the 3DO system make for an ultra-smooth, color filled environment. Add voice enhanced movie quality film clips and you're in for a wild adventure, courtesy of the 3DO system's power.

## Dragon's Lair by ReadySoft



The 3DO version of Dragon's Lair brings the spectacular animation and sound of the original laser disc arcade game to life like never before! Using the latest in video compression technology you'll see images so sharp and animation so flowing you'll swear you're watching a laser disc!

You control the actions of Dirk the Daring, a valiant Knight, on a quest to rescue the fair princess from the clutches of an evil dragon. Fight your way through the castle of the dark wizard who has enchanted it with treacherous monsters and obstacles.

## The Software Toolworks® Presents...Oceans Below™



The Software Toolworks Presents...Oceans Below is the closest you'll ever come to diving without getting wet. Discover the world of scuba divers in this exciting new interactive multimedia experience. Learn about sealife through video clips and photos, and pursue a number of unique diving expe-

riences. Explore shipwrecks, feed an eel, even hitch a ride on a manta ray. Original video footage and narration, plus high resolution photos, music, graphics, and text let you explore the wonders of the underwater world as if you were there. If it was any more real, you'd need a mask.

## Shelley Duvall's It's a Bird's Life by Sanctuary Woods®



Award winning actress Shelley Duvall created this original story to delight children of all ages. Shelley Duvall's It's a Bird's Life follows a zany group of parrots on a journey from LA to the Amazon Forest and back, experiencing many adventures along the way.

Rich with educational content, Shelley Duvall's It's a Bird's Life contains a 60 page interactive storybook along with 11 original sing-along songs and 26 games, puzzles and activities. Children can read or have Shelley Duvall narrate. Parents and older children will love the educational content which includes world geography, bird anatomy, and cloud formations, an in-depth look at the rain forest, and 400 word definitions.



## The Software Toolworks® Presents...Space Shuttle.



Climb aboard the most intriguing spacecraft ever built, and take part in the action as though you are a member of the crew. You'll explore and master every nuance of the Space Shuttle gear and orbital flight, plus all the details of living and working in space. Experience one of 57 authentic NASA missions with over 45 minutes of extraordinary video, breath taking graphics, spectacular color photos, fascinating narration, and original music. Next, choose your mission, meet the crew, and get a complete run down. Then it's 3-2-1...blast off! You may never want to come back down to earth.

## Peter Pan: A Story Painting™ Adventure by Electronic Arts



EA® Kids Story Painting Adventures are a totally new concept in kids' software. With the help of the Paintbox Pals, a set of "living" paint tools,

children become the "hands of the animator" to affect the events in Peter Pan's classic tale from start to finish. Quick—a pirate is blocking Peter's path! Choose one Paintbox Pal and paint the pirate into a witch (and watch him fly away) or choose another and draw his sword into a tasty banana. With 30 scenes and hundreds of possible events, Peter Pan is the first truly interactive storybook. For ages 5 to 9.

## Cowboy Casino™ by IntelliPlay



IntelliPlay's personal coaching system adds a new dimension with Cowboy Casino. You still get the same powerful, easy-to-use blend of full motion video, sound and graphics designed to help you build skills at your own pace. But Cowboy Casino adds a new twist: A barrel of laughs.

This super-fun course gives you five personal coaches who introduce you to high-stakes poker in a real Old West saloon. Your coaches teach you several forms of poker, from 5-card draw to 5-card stud, 7-card stud, Texas Hold'em and more. You'll play against all five and get hit with a stream of wisecracks as you build a range of card-playing skills.

## Night Trap by Digital Pictures



Night Trap is the first CD-ROM that makes you the most important character in a real movie. You direct the action. You control the outcome. It has all the challenge of a video game, but with real people instead of computer generated characters. Five teenagers have disappeared from a bizarre lakeside house. You are enlisted as a Special Control Attack Team agent trying to solve the mystery. You are responsible for protecting the lives of another group of teenagers visiting the house. Don't even think of messing up. Remember, people's lives are in your hands!

## X1th Hour: The 7th Guest Part II by Trilobyte & Virgin Interactive Entertainment



X1th Hour, the sequel to the #1 selling CD-ROM game The 7th Guest, takes you back within the haunted walls of the Stauff mansion. It's now 1994, and in

a race against time you must thwart the insidious designs of the evil toy maker Henry Stauff. The power of the house has reawakened unleashing hell itself upon the unsuspecting. Will you be the next?

Featuring over an hour of full MPEG compatible video, a stunning SVGA virtual environment stocked with devilish conundrums and more devious storyline than ever before, X1th Hour, charts new frontiers in "televsual entertainment".

## Escape From Monster Manor™ by Electronic Arts



Restore the Talisman! It was created to banish spirits from the world, but an evil force has broken the Talisman and scattered its pieces. It is up to you to restore the talisman and end the reign of terror by battalions of realistically clay animated zombies, ghosts spiders and bodiless heads. Explore clammy catacombs, a mysterious hedge labyrinth, a twisting series of treacherous mud caves, and special hidden levels. This fast paced shooting action game delivers blood-pumping excitement with action.



## ESPN® Baseball by IntelliPlay



These four titles cover all the key fundamentals of baseball for players of all ages. Following the same coaching methods used by Ron Fraser, winner of two national championships at the University of Miami and the 1992 U.S. Olympic Games Coach. And ESPN and IntelliPlay combine live action video, sound and graphics with personalized interactive coaching help—so it's easy to master new skills at your own pace.

## ESPN® Golf by IntelliPlay



ESPN Golf by IntelliPlay puts you up close and personal with Tom Kite—the 1992 U.S. Open Champion, winner of 19 PGA tournaments and professional golf's all-time money winner.

Tom gives you his personal insight and coaching tips on all parts of the game, using full-motion video, sound and graphics instruction. Lower Your Score With Tom Kite is produced and directed by Terry Jastrow, winner of seven Emmy

Awards for his outstanding work in producing and directing television sports. It also includes insight on the mental aspects of golf from Dr. Bob Rotella, an internationally known sports psychologists. This with personal coaching that can help you become the golfer you want to be.

## ESPN® Football by IntelliPlay



Whether you play offense or defense, just getting started or have played the game for years, ESPN's Football Passing Series by IntelliPlay has just the coaching help you need. All developed with 1991 United Press International and American Football Coaches Association Coach Of The Year Bill Lewis and his Georgia Tech coaching staff. Choose one or more of these four titles for interactive personal coaching that combines sound, action video and graphics to make learning easy.

## Fatty Bear's Fun Pack by Humongous Entertainment



In the spirit of Putt-Putt's Fun

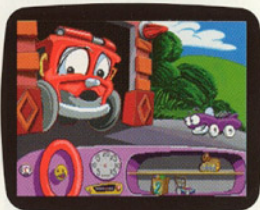
Pack comes this challenging compilation of activities bursting with animation and dazzling sounds. Fatty Bear's Fun Pack features 5 different activities for kids 3-8. Enjoy the fun and challenge of Reversi, Tangrams, GO Fish, Lines and Boxes, or Fatty Bear's Paint Set. Develop logic and strategy skills. Enhance pattern recognition and spatial thinking abilities. Junior Adventure quality speech and animation. Four skill levels. Challenging enough for everyone, even grown-ups!

## Fatty Bear's Birthday Surprise by Humongous Entertainment



This new title introduces the well loved stuffed bear, Fatty Bear, who only comes to life for children. This friendly, cuddly cub lives with a delightful young girl named Kayla. Tomorrow is Kayla's birthday and Fatty Bear is planning a surprise party for her. Fatty Bear sets off to decorate Kayla's room, bake cakes, and do much more. Of course, there are plenty of distractions... the pesky family pet keeps taking things from the player, and there's always time for another game of bowling. As with all the Junior Adventures products, a surprise is packed inside—a glow-in-the-dark Frisbee to enjoy.

## Putt-Putt Joins the Parade by Humongous Entertainment



Designed for ages 3-8, Putt-Putt Joins the Parade is the first title released from Humongous Entertainment. Grab your car wax and buff your bumpers, it's time for the annual Cartown Pet Parade. Help Putt-Putt tackle the local carwash, explore a toy store, rescue a puppy and more, before heading to his front row spot in the parade.

## Putt-Putt Goes To The Moon by Humongous Entertainment



Due to a freak accident at the local fireworks factory, Putt-Putt is blasted to the moon. There he meets Rover, a sad and lonely Lunar Terrain Vehicle, who has been left behind by the astronauts. This product stresses the need for teamwork and cooperation, and the lasting value of friendship. Putt-Putt and Rover must accomplish a few good deeds for the Moon People (ear-like inhabitants of the moon) before they meet the Man in the Moon and are homeward bound.

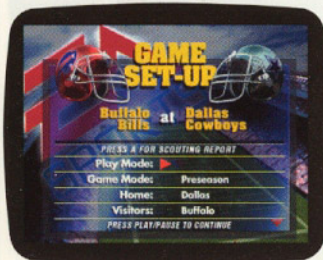


What can you do on the 3DO System? Check out these great products. You'll find many of them in your favorite stores

## WHAT CAN YOU DO ON THE 3DO SYSTEM?

now and the rest will appear within the next few months. Stay tuned for more great titles in our next newsletter.

### EA Sports presents: John Madden Football™ by Electronic Arts



The best selling football video game ever has an all new design for the 3DO system. Fully digitized player animation's, 3D rendered field with stadium art, and CD quality digitized sound bring out the best of the 3DO system. With the NFL license, now play with real teams using over 100 different plays. Choose from 38 teams with over 1300 player ratings in all. Multiple camera angles for instant replay complement Madden's all-new video color commentary.

### Super Wing Commander® by ORIGIN Systems



You're a starfighter pilot, the best of the best but nothing against Kilrathi aces. The future of humanity is on the line each time you fly. In Super Wing

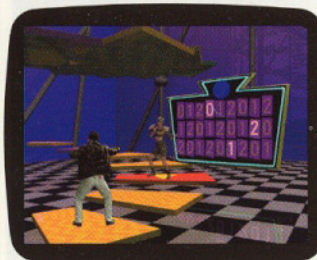
Commander you'll discover ORIGIN's amazing ray-traced 3D technology, a dynamic soundtrack that matched the on-screen action, and a compelling storyline that puts you in the middle of this interactive movie.

### The Even More Incredible Machine! by Dynamix



Toss cats over chasms with teeter-totters! Blow up brick walls with bundles of dynamite! Knock bowling balls onto conveyor belts with spring-loaded boxing gloves. You get to do about a gazillion strange and cool things as you solve the 120 different puzzles of The Even More Incredible Machine! To achieve each puzzle goal, you build weird trip-lever contraptions by placing oddball parts (trampolines, monkey motors, etc.) on the screen. When you combine the parts correctly, your machine falls/spins/bonks and completes the assigned mission. And each time you see that "Puzzle Solved!" message, The Even More Incredible Machine!, does a mind-meld through the ozone and gets your brain to sort of...hug itself!

### Twisted: The Game Show by Electronic Arts



Grab your friends and join the most twisted game show ever to hit the tube. Your host, Twink Fizzdale, has a slick smile and a sense of showmanship that no game show fan can resist. And our contestants? That's you and up to 3 friends. Pick your favorite video contestant and experience the grins and groans of life in a game show. Complete with six off-the-wall game show characters in eight different interactive TV contests.

### The Software Toolworks® Presents...20th Century Video Almanac



If you could experience any moment in the 20th Century... which moment would you choose? With 20th Century Video Almanac you can see and

hear it all! Land on the moon, experience D-Day at Normandy, protest in the 60's, or be in the crowd for the 1916 World Series. Relive the events that have shaped our time from World War I to the break-up of the USSR. The 3DO system's spectacular video technology brings the century to life in over 100 historic video clips. The 20th Century Video Almanac... a revolutionary new way to experience the century!

### Sid Meier's C.P.U. Bach From MicroProse Software



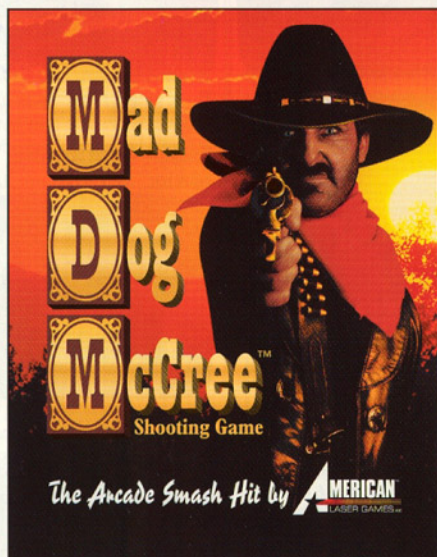
Sid Meier's C.P.U. Bach composes and plays its own original music in the style of legendary Baroque composer, Johann Sebastian Bach. It represents a new era of artificial intelligence, one which the computer is able to approach human creativity.

But great music is only part of C.P.U. Bach's appeal. The program will use graphics in a number of inventive ways to match the mood and tempo of the music being played.

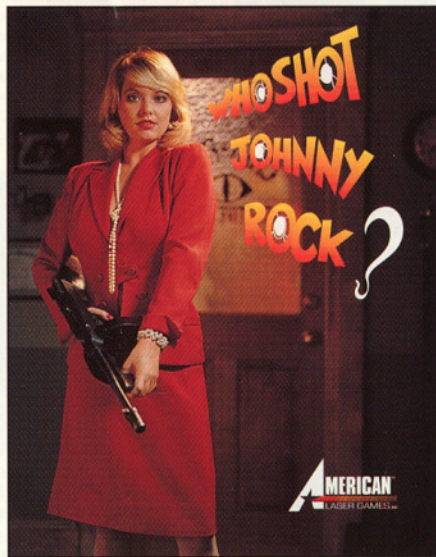
The C.P.U. Bach owner will also be able to customize the music that is composed, as the program allows control over the mood, pacing and style of what is heard.



# LIVE MOTION PICTURE ACTION



Outlaw Mad Dog McCree and his henchmen have taken over a wild west frontier town, locked the sheriff in his own jail, and kidnapped the mayor and his daughter. Sharp shooting is a must in this arcade classic where the player must save the town, rescue the mayor and his daughter, and triumph in a final showdown against Mad Dog himself.



It's the Rollicking '30s and someone has killed popular singer Johnny Rock in this action-packed gangster whodunit. The player will need to navigate the back streets, gaming halls, funeral parlors and the dirty sections of this city to get at the clues held by a number of shady characters and solve this murder mystery. Bad guys with machine guns provide a high level of challenge.



Introducing the world's first interactive live motion picture games for **3DO™**. Now available at your favorite retailer.

Playable with the  
**GAMEGUN™**

Coming  
for your 3DO  
System

Mad Dog McCree and Who Shot Johnny Rock are  
registered trademarks of  
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**AMERICAN™**  
LASER GAMES, INC.  
LIVE MOTION PICTURE ACTION



## CARE & FEEDING OF YOUR 3DO CDS

3DO CDs, like music CDs, are fairly sturdy and durable media, but that doesn't mean they're indestructible. In fact, a few strategic scratches or other blemishes on a disc's optical surface can cause your 3DO software to work improperly. The obvious way to avoid any problem is to keep your 3DO CDs in their protective packaging, jackets or jewel cases, where they're not easily susceptible to scratches or other blemishes. If you don't keep your discs in their cases, however, take care to always lay them with the printed side of the CD facing down on the surface. By doing this, you'll protect the disc's rainbow-colored, optical side (that's the one that holds the 3DO software!) from surface scratches, and lessen the risk of hurting any critical data.

## EXPANDING YOUR SYSTEM'S HORIZONS

Computers can be expanded and enhanced with all sorts of additions, but what kind of provisions are there for attaching add-ons to your 3DO system down the road? Your 3DO system can be expanded through three different ports. First is the control port (that's the one that accepts your 3DO Control Pad), which can accommodate a wide variety of controllers in the future, such as keyboards, flight sticks, trackballs, kids controllers, and so on. Then there's the Expansion port, which is located on the back of your Interactive Multi-player system, on the left-hand side. The expansion port accepts more sophisticated add-ons—memory cards for saving games and other software information, or maybe a modem so you can communicate with other 3DO systems across the phone line. Finally, there's the video cartridge port, which accepts a forthcoming cartridge that turbo-charges the digital video capabilities of your 3DO system. Between these 3 ports, you'll have plenty of room for adding special 3DO enhancements as they become available.

## WHAT'S THE 'PLUS G'?

You probably already know some people are not yet your 3DO player also works with. CD+G discs are like graphics when connected to a TV (that's why they're are programmed to show pictures related to the background information—for instance, a music symphony might offer a biography of the great history behind the piece at hand. To see if a just look for the "CD+G" logo somewhere on logo, you'll be able to see the graphics when you



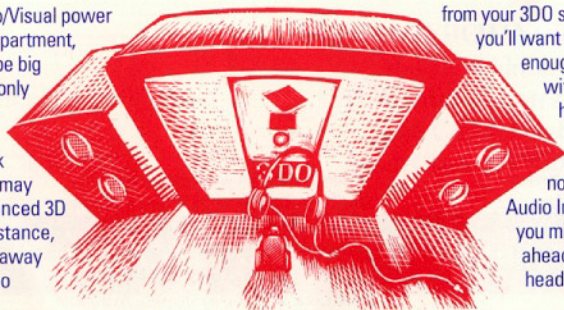
that your 3DO system plays music CDs, but aware of a related format, called CD+G, that regular music CDs except they also display CDs *plus* graphics). Some CD+G discs music. Others show lyrics or track from a Beethoven composer, and explain the music CD also offers graphics, the disc's jewel case. If it has the play it on your 3DO system.

## AT RISK WITH PROJECTION SCREEN TVS

Projection-screen TVs are great for their big-screen experience, but if you use one with your 3DO system, you could be asking for trouble. The problem is what's called "screen burn-in," which means that in certain rare situations, the images from your 3DO system may become permanently imprinted on your projection screen (this strange phenomenon is actually a feature of projection screen technology, and *not* your 3DO player). To reduce your chances of burn-in, don't allow your projection TV to display still imagery (such as photo CD images, or paused game screens) for longer than a few minutes at a time, without being refreshed with new imagery. In other words, the longer a projection TV must display a single, unchanging image, the higher the chance of that image becoming a permanent feature of the screen.

## MAXIMIZING THE POWER

To get the maximum Audio/Visual power a few tips: In the visual department, with the biggest TV possible. The ideal television, in fact, will be big directly into the middle of the screen, and see the TV's edges only way your sight is dominated by the on-screen 3DO graphics, the 3DO experience). On the audio side, treat yourself right a *stereo* (you'll use those left and right audio jacks on the back tion). For the *absolute best* audio performance, however, you may Many new software titles take advantage of the 3DO's advanced 3D sound seem like it's coming from a particular direction (for instance, approach from behind, then pass in full force, and finally fade away 3DO's 3D audio capabilities, you'll actually want to wear stereo your 3DO Control Pad.



from your 3DO system, we offer you'll want to use your 3DO enough to allow you to look with your peripheral vision (that helping you immerse yourself into and hook your 3DO system up to of your system to make the connec- not want to use stereo speakers at all. Audio Imaging technology, which makes you might hear the rumbling of a jet ahead of you). To get the full benefits of headphones, which you can connect through

## INSIDER INFO



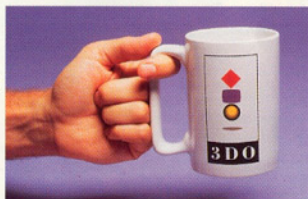
## 3DO MERCHANDISE

### Sports Cap

Take it out to the ball game! This low-profile purple sports cap has our logo embroidered on the front. Light weight with terrycloth sweat-band, it's great for anytime of year. Adjustable strap back. #3DO-02

### Coffee Mug

Wake up and smell the coffee! Our 13 oz., white ceramic coffee mug is just what you need to be interactive in the a.m. The full-color 3DO logo is featured on both sides. #3DO-01



### Cloisonné Lapel Pin

Elegant and subtle, the lapel pin says it all... innovation, technology and quality. 3DO's full-color logo is screened onto white cloisonné and backed with a military clutch for safe keeping. #3DO-08



**Watch** Our 3DO watch puts you ahead of the game. With the 3DO logo on the face, this water resistant, unisex watch comes with Swiss movement, a scratch proof crystal, leather band and long life battery. #3DO-06

**Juggling Balls** If you can dodge traffic, talk on the phone and drink your morning coffee at the same time, you'll be a pro with a set of 3DO Juggling Balls. They feature 3DO's own shapes of a cube, TV screen and sphere, in our dazzling colors. Each set comes in a mesh bag. #3DO-07



### Kid's Backpack

Kids are sure to bring home their homework in our colorful backpack. (O.K., they'll probably use it to carry around their new 3DO CDs!) It has padded, adjustable shoulder straps, two zippered compartments, and the 3DO logo screened on the front. #3DO-09

### Mock Turtleneck

"REALITY HITS HOME!" Our natural-colored, 100% heavy weight cotton mock turtleneck is guaranteed to become your favorite shirt. The 3DO logo is screened on the back and a colorful slogan on the front. Available in sizes S-XL. #3DO-03



### T-Shirt

Show your colors! Wear our eye-catching, 100% cotton purple T-shirt with the 3DO logo screened on the back and "Reality Hits Home" on the front. Available in sizes S-XL. #3DO-05

### Sweatshirt

As you experience the thrills and chills of 3DO interactivity, bundle up in our durable, ash-gray 50/50 cotton-poly sweatshirt. It has the full-color 3DO logo embroidered over the heart, crew neck and set-in sleeves. Available in sizes S-XL. #3DO-04







**Win free software or special 3DO merchandise!**

Just fill out this questionnaire and send it back to us at the address listed below. You will automatically be entered into a special 3DO Club sweepstakes where you can win 3DO software titles, 3DO backpacks or 3DO Club t-shirts. Your answers will help make this the best Club for you. If you are not already a member of The 3DO Club and would like to join, just fill out this form and send it back to us with a check or money order for \$19.95. Look for the mailing address on page 15.

**OFFICIAL ENTRY FORM**

**PEEL OFF LABEL**

**FROM BACK OF THE**

**NEWSLETTER**

T-shirt size (for new members only)

State

Zip

Male/Female

Name

City

Age

Mailing Address

Area Code and Phone #

C

Enter your 5 digit membership number beginning with the letter C from your mailing label

Boy

Adult Female

Teenage Female

Girl

Occupation

Who in your family uses the 3DO Interactive Multiplayer System?

Adult Male

Teenage Male

Boy

Adult Female

Teenage Female

Girl

What 3DO software titles do you currently own?

0

1-2

3-4

5-6

7-8

9 or more

How many 3DO software titles do you plan on purchasing in the next 12 months?

0

1-2

3-4

5-6

7-8

9 or more

Please rank the following categories of interactive software you're most interested in (please rank your top choices with 1 being your favorite)

Education

Interactive movies

Entertainment

Other

Sports

Simulations

Information/Reference

What other interactive systems do you own?

Macintosh

IBM PC

Super Nintendo Entertainment System

SEGA Genesis

Sega CD

Phillips CD-I

Atari Jaguar

How many hours per week do you currently spend using interactive titles?

Under \$15,000

\$15,000-\$24,999

\$25,000-\$49,999

\$50,000-\$74,000

\$75,000-\$99,999

\$100,000 & over

Which of the following best describes your annual household income?

Under \$15,000

\$15,000-\$24,999

\$25,000-\$49,999

\$50,000-\$74,000

\$75,000-\$99,999

\$100,000 & over

Where did you buy your 3DO software products?

Computer store

Software store

Toyl/hobby store

Dept. store

Mail order

Bookstore

Consumer Electronics store

Do you have cable TV in your home?

Yes

No

Interactive Shopping

Interactive TV Listing Guide

Mouse

Modem

Light Gun

Joystick

Which types of applications would you use on your cable system? (check all that apply)

Pay Per View Events (sports, concerts)

Musical/MIDI Devices

Extended Control Pad

Game Saver Card

Interactive Games

Travel Related Services

Video On Demand

3D Glasses

Trackball

What 3DO Club newsletter articles did you like the best?


What additional topics would you like to see in the next newsletter?

Any other comments about The 3DO Club?

Please return to: The 3DO Club, 600 Galveston Drive, Redwood City, CA 94063



**You know the sweepstakes on the previous page?**



**Well, here's the fine print.**

- 1 No purchase necessary. To automatically enter the sweepstakes, hand print your name, complete address and the answers to the research questions listed on the questionnaire on the official entry form. Mail to: The 3DO Club, 600 Galveston Drive, Redwood City, CA 94063. Entries must be received by March 15, 1994. No liability assumed for lost, late, misdirected or illegible mail. Only one entry per person. No mechanical reproductions allowed.
- 2 Random drawing will be conducted on or about April 30, 1994, from among all qualified entries received by Little & King Co., Inc., an independent judging organization whose decisions are final on all matters relating to the sweepstakes. Odds of winning are dependent on the total number of qualified entries received.
- 3 Prizes: Grand (2); Three (3) 3DO Software Titles (Determined by Sponsor), approximate retail value \$60.00 each. First (3): (1) 3DO Backpack, approximate retail value \$19.95 each. Second (4): (1) 3DO T-Shirt, retail value \$12.95 each. Only one prize per family or household. All prizes will be awarded.
- 4 Winners will be notified by mail, and may be required to sign an affidavit of eligibility and release within 14 days of the date on the notification letter or Sponsor reserves the right to randomly choose a new winner. Prizes are non-transferable and no substitutions or cash equivalents are allowed. Taxes, if any, are the responsibility of the individual winners. Winners agree to the use of their name and likeness for publicity and advertising purposes without compensation.
- 5 Sweepstakes open only to residents of the United States. Employees of The 3DO Company, Little & King Co., Inc., their affiliates, subsidiaries, advertising, production, promotion and fulfillment agencies and the families of each of the foregoing are not eligible. Void where prohibited or restricted by law. All federal, state, local laws and regulations apply.
- 6 For the Grand Prize Winner's name, send a stamped, self-addressed, legal-size envelope to 3DO Newsletter List, c/o Little & King Co., Inc., 140 Broadway, Amityville, NY 11701, by May 29, 1994.

For those of you who would like to join The 3DO Club, please fill out the questionnaire form on page 16, enclose a check or money order for \$19.95 and send to: The 3DO Club, P.O. Box 24527, San Francisco, CA 94124-9806. Welcome to The Club!

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## 3DO Video CDs

Chances are, you already know that your 3DO system is capable of playing multiple compact disc formats—in other words, besides those cutting-edge 3DO interactive CDs, it also plays your favorite music CDs and even photo CDs. By the time you read this, however, you'll be able to add a whole new CD format—3DO Video CDs—to your 3DO system's repertoire.

3DO Video CDs are really straightforward—just put one in your 3DO system, and it plays back full motion digital video and CD quality sound right on your TV. What kind of video products can you expect? First, there'll be popular cartoon entertainment, followed by hit music videos from a variety of top artists. Then, in the future, you'll be able to add an optional video cartridge to your 3DO system, and enjoy even more advanced video playback entertainment. Read on!

## Introducing MPEG!

Ever notice the expansion port on the right-hand side of your 3DO system? It accepts a forthcoming cartridge from Panasonic that features new, cutting-edge digital video technology called MPEG-1. MPEG is important because it gives your 3DO system a video quality that's as good or even better than a VCR's. Thanks to MPEG, it's a good bet that Hollywood will release feature-length movies and other video entertainment on CDs that work with MPEG-equipped 3DO systems. What's more, these CD movies will enjoy the same benefits as the music CDs you already know and love—they'll be more durable than video tape, more portable too, and you'll be able to quickly skip to any point on the disc without fast forward or rewind!

Panasonic is expected to release its MPEG-1 cartridge in the first half of 1994. Stay tuned for more details.





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### Join The 3DO Club!

We hope you've enjoyed this complimentary issue of The 3DO Club News. If you'd like to stay posted about exciting new 3DO developments, you can join The 3DO Club for only \$19.95. As a Club member, you'll receive this information-packed newsletter, as well as exclusive deals on 3DO products, and news about special 3DO events. Plus, you'll receive a free 3DO Club T-shirt to identify you as an early pioneer in the growing 3DO movement.

To start your one-year Club membership right away, just fill out the questionnaire on page 16, enclose your membership check for \$19.95 (made out to The 3DO Club), indicate your T-shirt size, and mail it to:

The 3DO Club, PO Box 24527  
San Francisco, CA 94124-9806

Use this label to order your 3DO Merchandise